IN THE CLAIMS

Please cancel claims 1-31.

Please add new claims 32-58.

The following listing of claims replaces all prior versions and previous listings of claims in the application:

32. (new) A method for generating a character in a computer system comprising:

constructing a skeleton of a predetermined object;

superimposing the skeleton with a digital image wherein the digital image includes the predetermined object; and

preparing the digital image.

33. (new) The method for generating a character of claim 32, wherein the skeleton is constructed of at least one predetermined component.

34. (new) The method of claim 33, wherein the predetermined component is a rod.

35. (new) The method of claim 33, wherein the predetermined component is a joint.

36. (new) The method of claim 32, further comprising laminating a texture map to the skeleton.

37. (new) The method of claim 32, further comprising adjusting a skeleton parameter to surround the predetermined object.

38. (new) The method of claim 37, wherein adjusting includes adjusting the skeleton parameter to approximate a parameter of the predetermined object.

39. (new) The method of claim 32, wherein preparing the digital image includes background subtraction.

40. (new) The method of claim 32, wherein preparing the digital image includes background subtraction by manually extracting the predetermined object.

41. (new) The method of claim 32, wherein preparing the digital image includes performing background subtraction using a parameter of the skeleton.

42. (new) The method of claim 32, wherein preparing the digital image includes capturing a real time image of the predetermined object.

43. (new) The method of claim 32, further comprising determining a topology of the skeleton.

44. (new) The method of claim 32, further comprising determining where a motion will occur.

45. (new) The method of claim 32, wherein the personalized character can be animated.

46. (new) A system for generating a character in a computer system comprising:

a processor configured to construct a skeleton of a predetermined object and to superimpose the skeleton with a digital image wherein the digital image includes the predetermined object; and

a memory configured to store data related to the character.

47. (new) The system of claim 46, wherein the skeleton is constructed of at least one predetermined component.

48. (new) The system of claim 47, wherein the predetermined component is a rod.

49. (new) The system of claim 47, wherein the predetermined component is a joint.

50. (new) The system of claim 46, wherein the processor is further configured to laminate a texture map to the skeleton.

51. (new) The system of claim 46, wherein the processor is further configured to adjust a skeleton parameter to correspond with the predetermined object.

52. (new) The system of claim 46, wherein the character can be animated.

53. (new) A method for compressing video data comprising:

developing an initial representation from an initial image of a known object;

comparing a current image of said known object with said initial representation;

developing a description of a position change of said known object between said current image and said initial representation; and

transmitting data associated with the position change to animate said known object.

54. (new) A method as recited in claim 53 wherein said initial representation is a skeleton representation.

55. (new) A method as recited in claim 53 wherein said description includes a description at least one of a rod and a joint position.

56. (new) A method as recited in claim 53 wherein said description includes a description of at least one of a rod and a joint position is a relative position.

57. (new) A method as recited in claim 53 wherein said description includes a description of at least one of a rod and a joint position is an absolute position.

58. (new) A method as recited in claim 53 wherein said description is transmitted over a network.